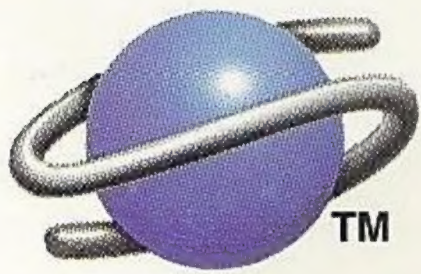


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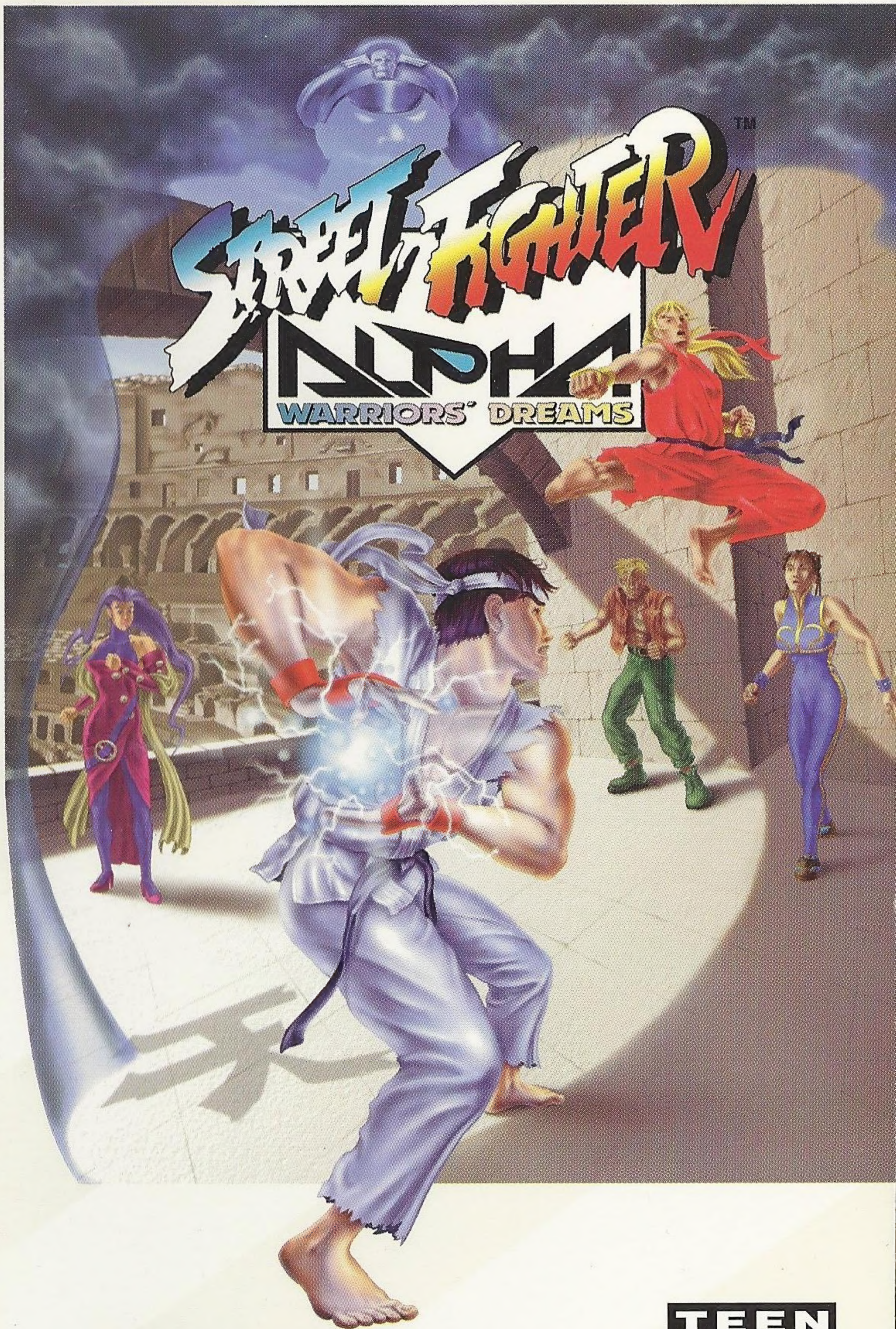
CAPCOM®



TM

SEGA SATURN

T-1206H



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FOR PLAY ON THE SEGA SATURN™ SYSTEM.





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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## HANDLING YOUR SEGA SATURN CD-ROM

- The Sega Saturn CD-ROM is intended for use exclusively with the Sega Saturn System.
- Be sure to keep the surface of the CD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Saturn CD.

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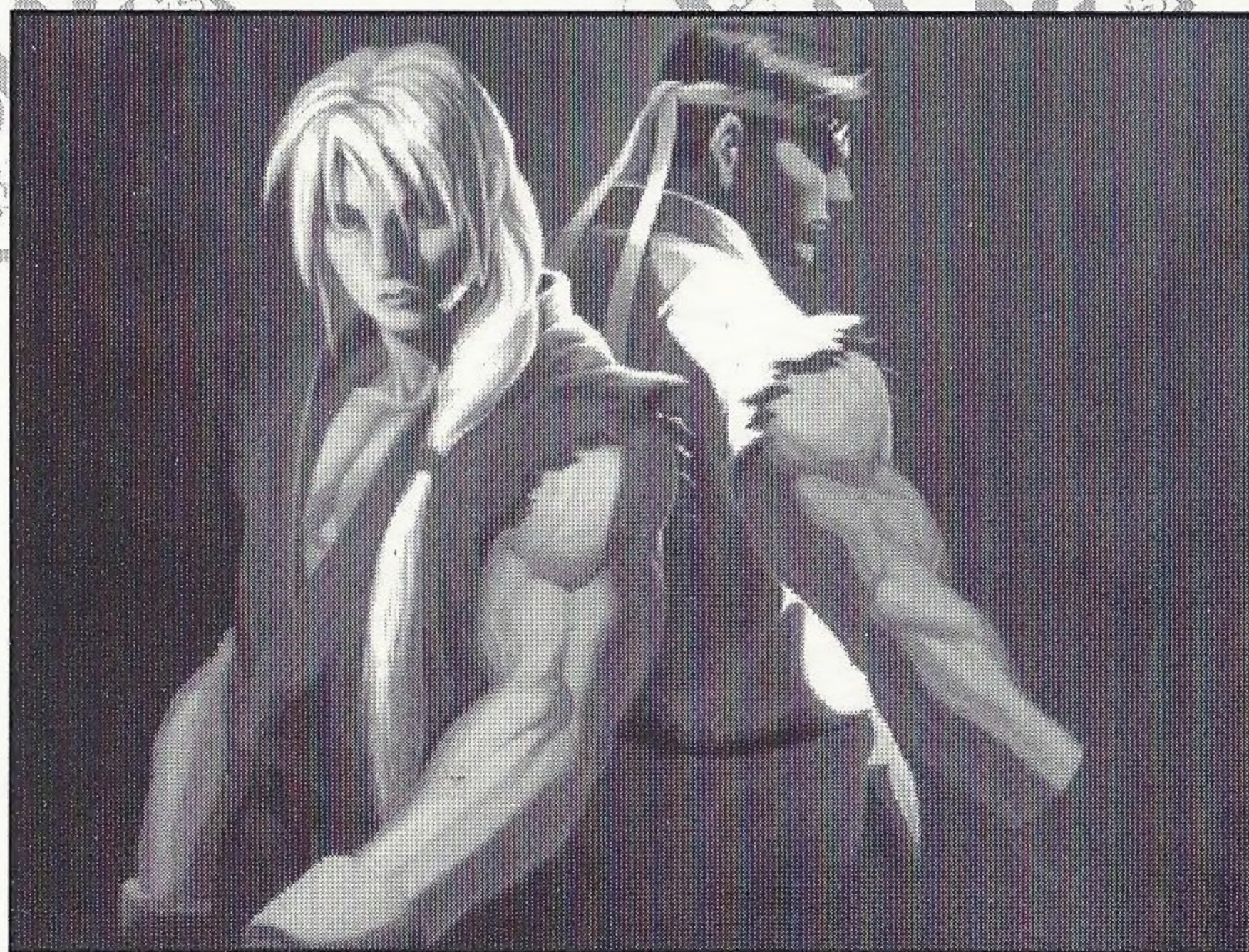


This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.



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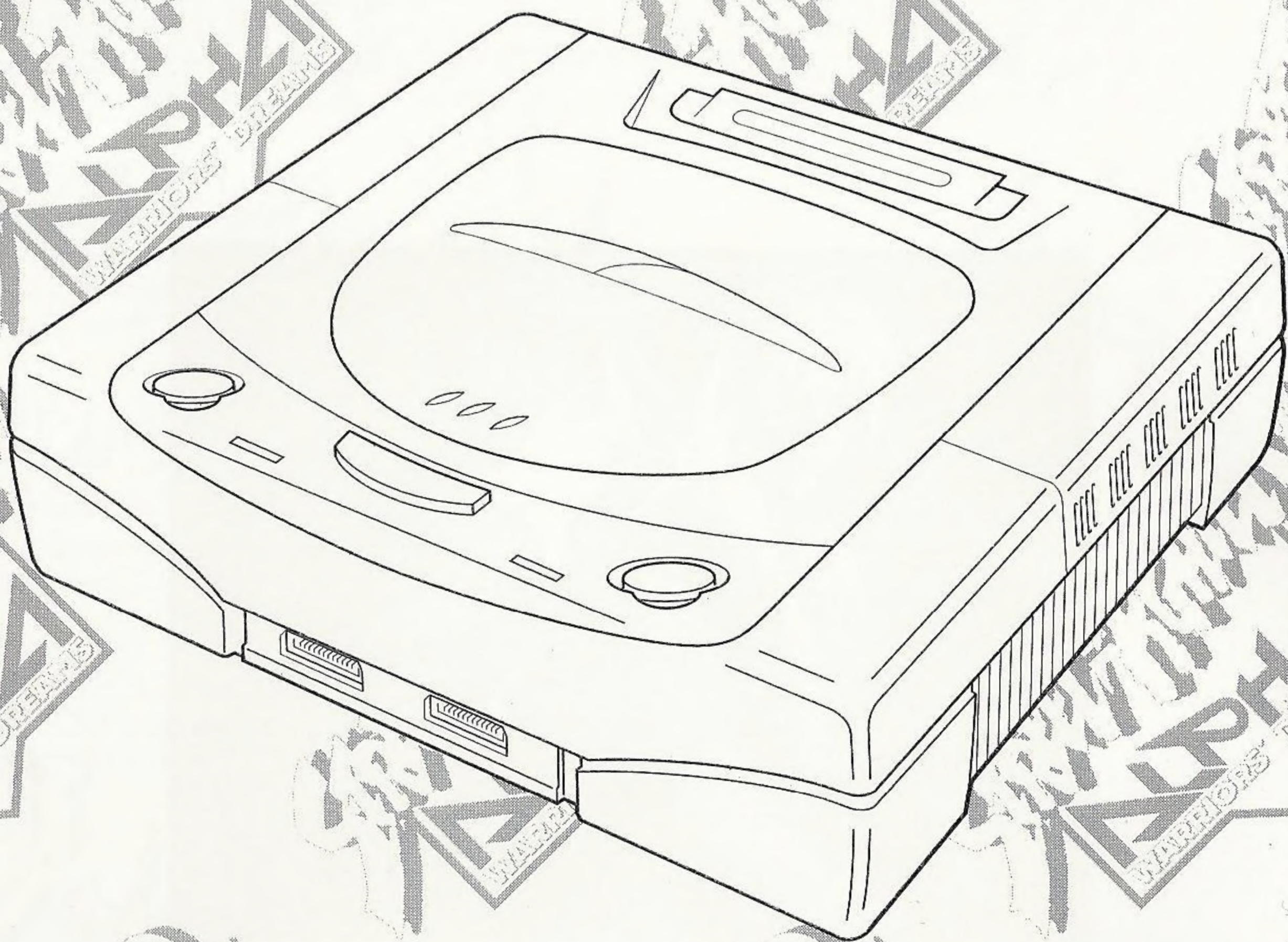
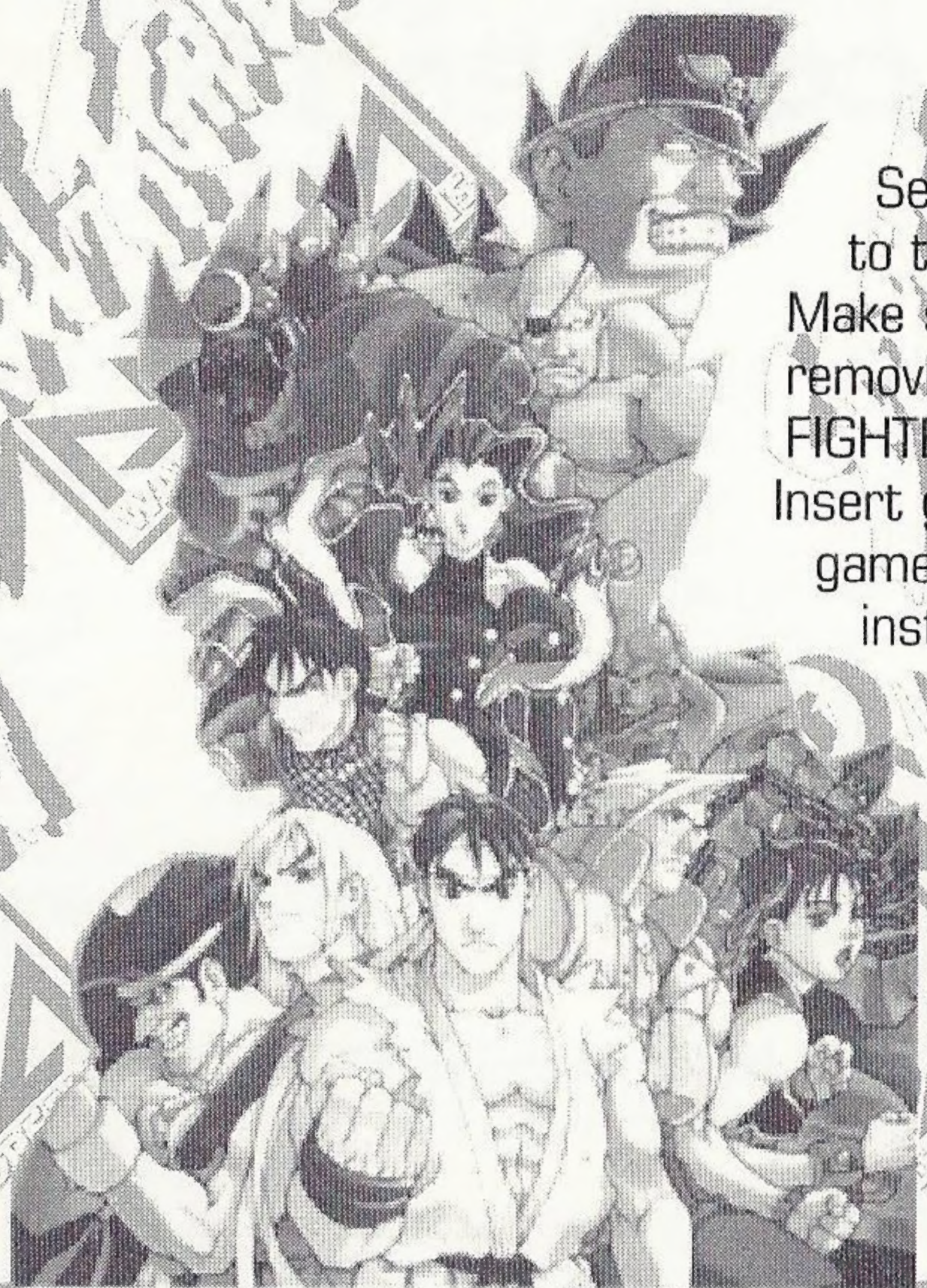
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## SET UP

Set up your Saturn game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the STREET FIGHTER ALPHA disc and close the CD door. Insert game controllers and turn on the Saturn game console. Follow the on-screen instructions to start a game.





# BASIC CONTROLS

## BUTTON

START BUTTON

DIRECTIONAL BUTTON

L BUTTON

R BUTTON

L + R BUTTONS

## FUNCTION

STARTS GAME

PAUSES GAME

JOINS IN FOR SECOND PLAYER

SELECTS GAME MODE (See Title Screen)

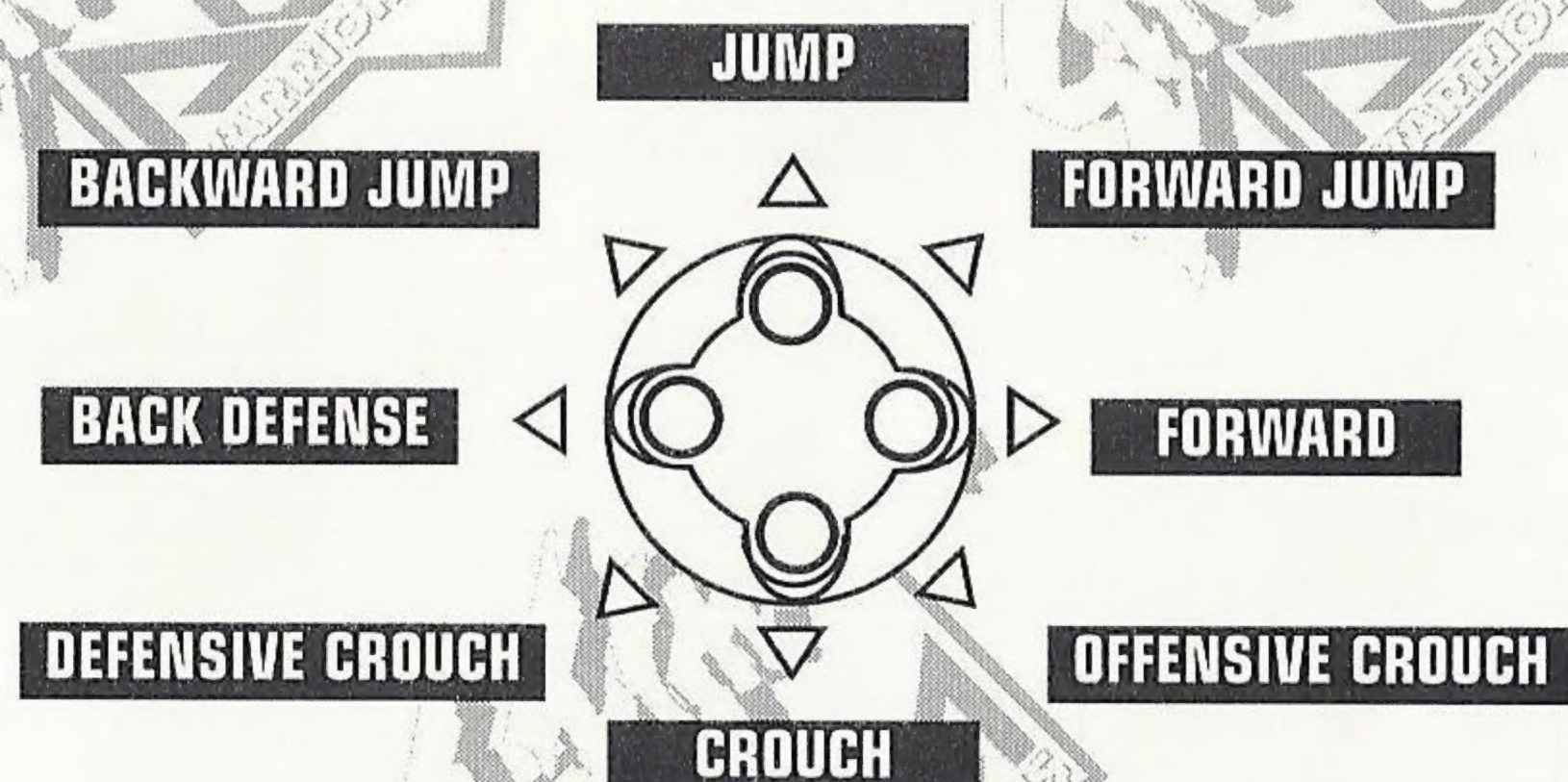
CHANGES SETTINGS (See Option Mode)

MOVES CHARACTER

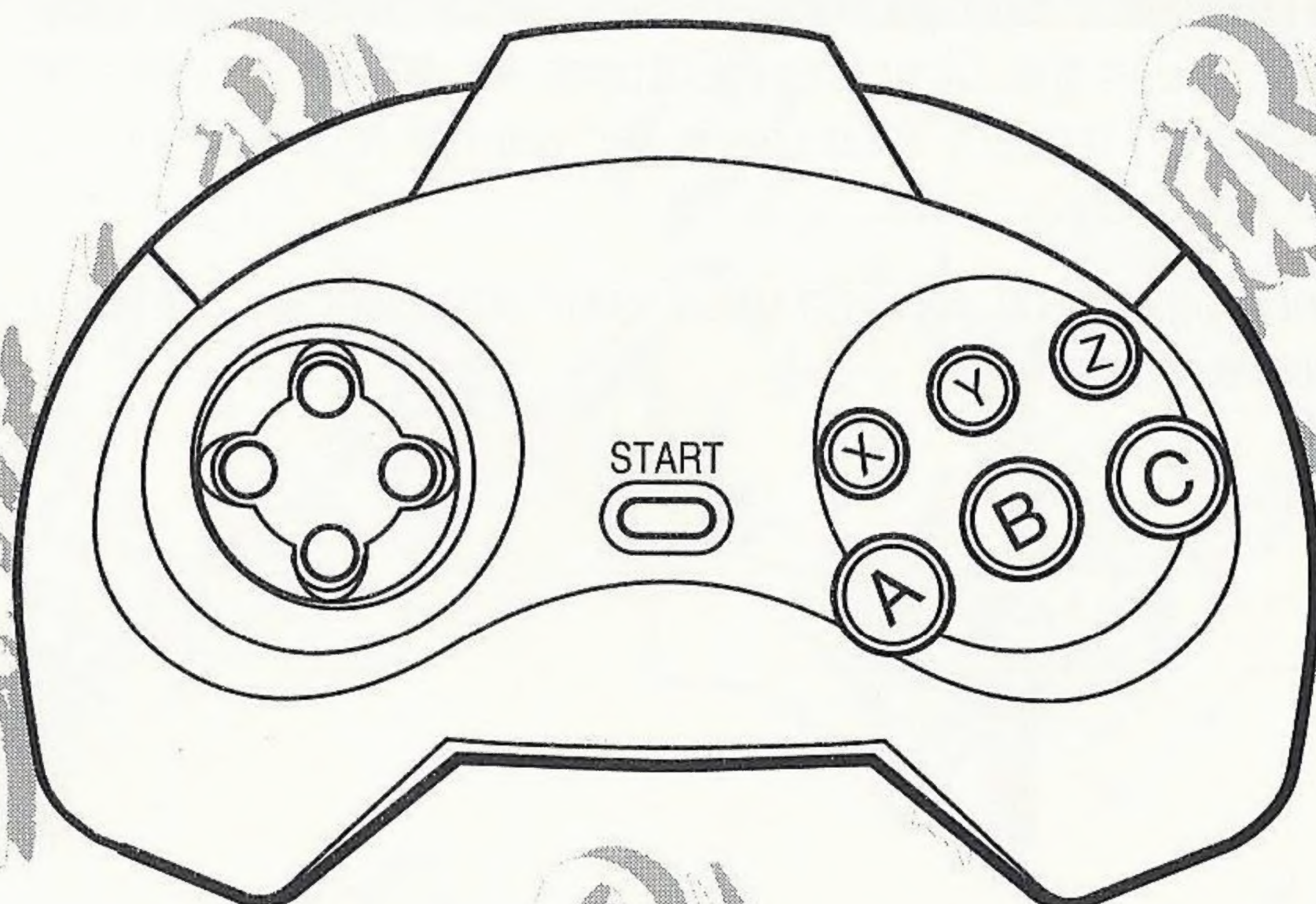
3 PUNCH BUTTONS SIMULTANEOUSLY  
(See Super Combos)

3 KICK BUTTONS SIMULTANEOUSLY  
(See Super Combos)

TAUNT OPPONENT



**Important Note:** The diagram shows the Directional Button positions for a player facing the right. The controls are reversed when facing the left.





X BUTTON

Y BUTTON

Z BUTTON

A BUTTON

B BUTTON

C BUTTON

LIGHT PUNCH (JAB)

MEDIUM PUNCH

CANCELS SELECTION (See Title Screen)

HARD PUNCH (FIERCE)

LIGHT KICK (SHORT)

MAKES SELECTION (See Title Screen)

MEDIUM KICK

HARD KICK (ROUNDHOUSE)

## GENERAL MOVES

**BLOCK/AIR BLOCK:** Press Directional Button away from opponent. You can even block in mid-air.

**GRAB/THROW:** Press Directional Button toward opponent, then press either Medium or Hard Punch or Kick button. Some characters may be able to execute a grab or throw move automatically.

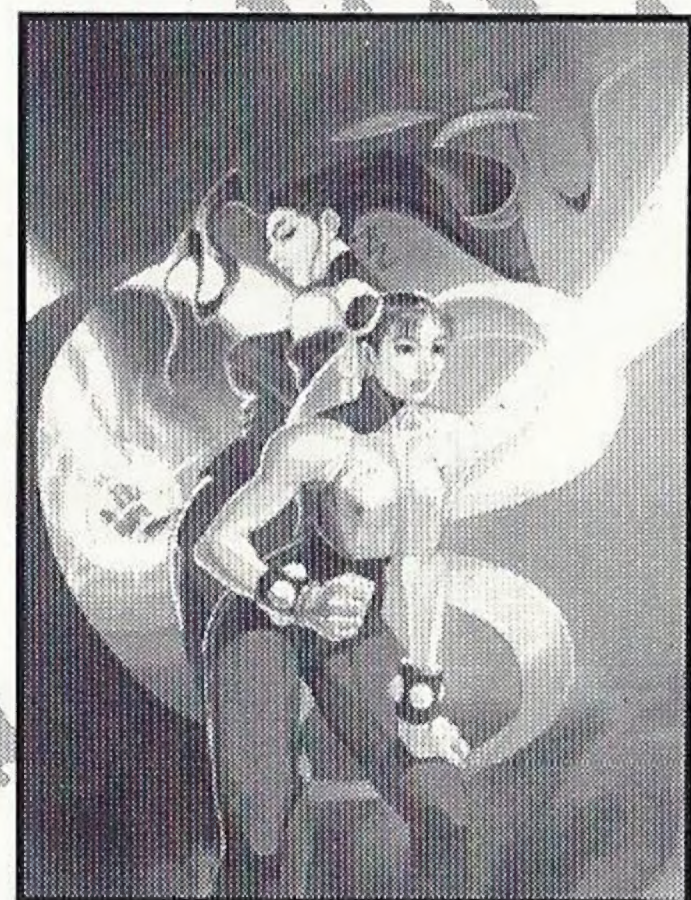
**RECOVERY/ESCAPE:** You can recover from dizziness more quickly by pressing back and forth on the control pad and by pressing the attack buttons rapidly. You can escape grab moves in this manner as well.

**DEFENSIVE FALL:** Use the above throw command to reduce damage from throws where your character safely falls to the ground.

**ALPHA COUNTER:** When you block your opponent's attack, press the Directional Buttons ← ↙ ↓ in a smooth motion, then press a punch or kick button (depending on the character.) This will perform an Alpha Counter attack, which is a quick counter move against your vulnerable opponent. Alpha Counters consume 1 level on your Super Combo gauge.

**AVOID BEING FLOORED:** When you are hit by a knock-down move (Dragon Punch, Leg Throw, etc.) press the Directional Buttons ← ↙ ↓ in a smooth motion, then press any punch button. Your character will roll forward and avoid being floored by your opponent's move.

**TAUNT:** Only once per round you can taunt your opponent by pressing the L and R buttons simultaneously.



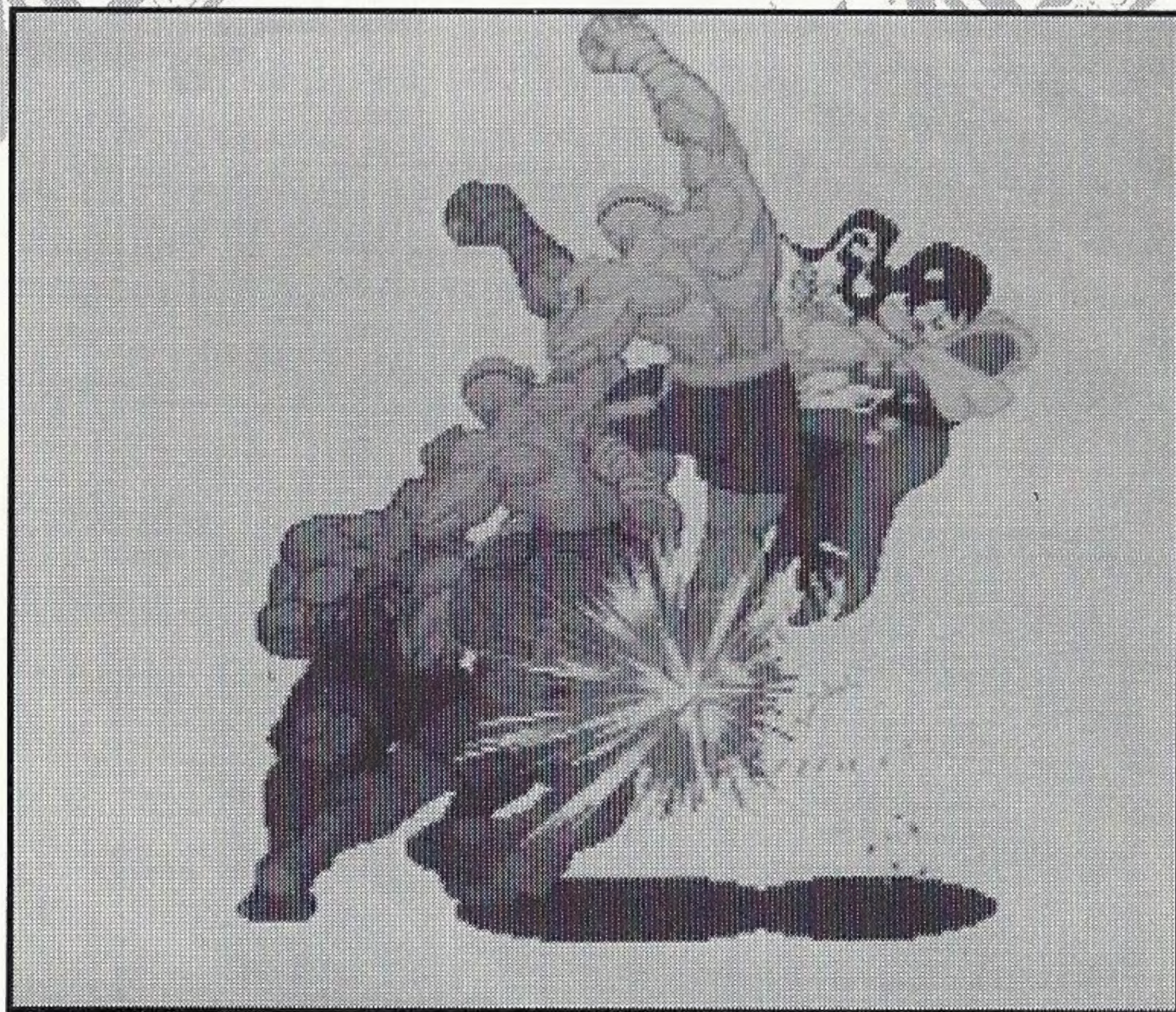


# SUPER COMBO LEVEL GAUGE

Each time you execute normal moves and special moves, your Super Combo Gauge will build up. Your level will increase when the gauge reaches certain points, and then you will be able to perform Super Combos and Alpha Counter moves.

When performing Super Combos, the amount of damage inflicted by a successful combo can be controlled depending on the buttons pressed. With the Super Combo Level Gauge at full power (Level 3) you can perform the Super Combo, using 1, 2 or 3 attack buttons simultaneously to increase or decrease the number of hits inflicted. The more buttons you press simultaneously, the more damage will be inflicted but more power will be consumed from your gauge.

As a convenience, you can set one button on your controller to act as 3 Punch and one button to act as 3 Kick buttons when performing Super Combos.





# STREET FIGHTER ALPHA!

The champion awaits! The challenge has been made, and you've been cast into the battle with nothing but cunning and skill on your side. Win to survive. . .the ultimate prize in this tournament. And there is only one way to win:

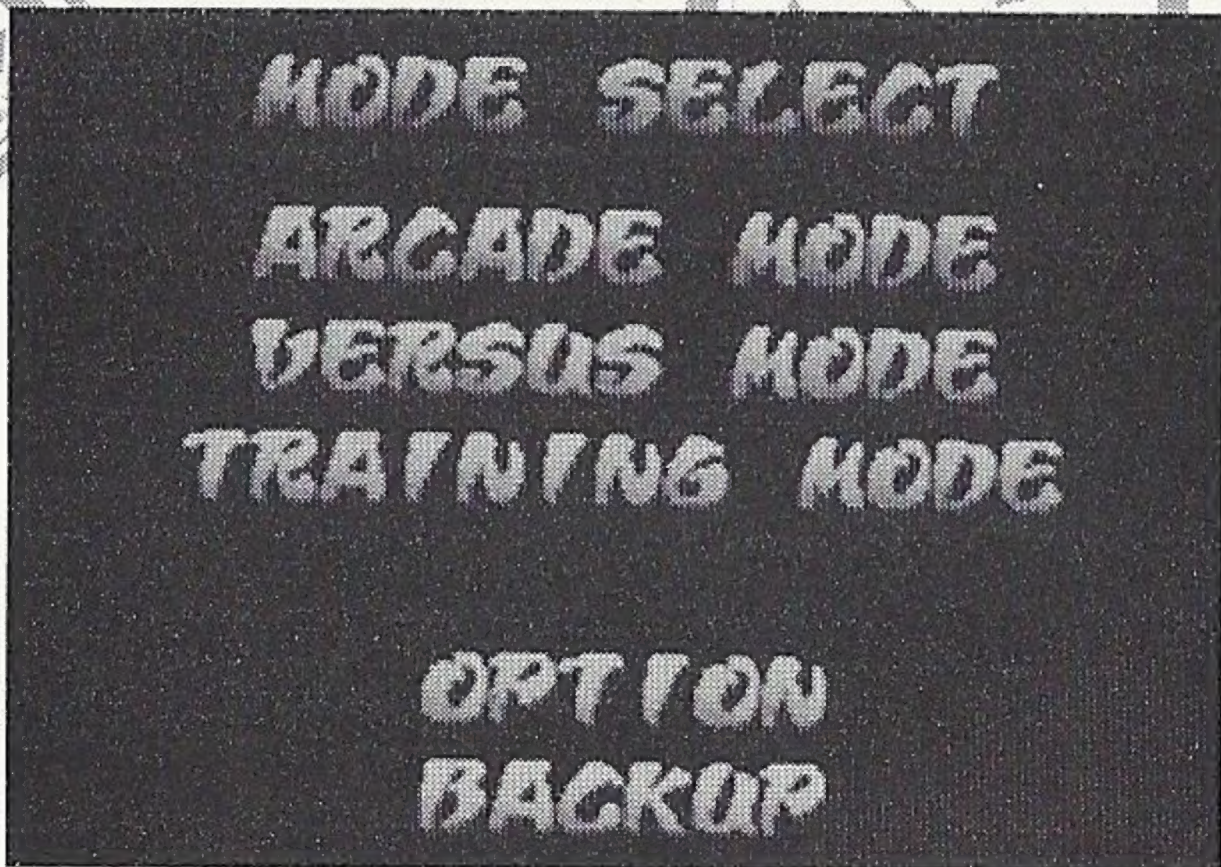
Knock your opponent's energy meter to smithereens. Use punches, kicks, skillful special attacks and Super Combos to become a decisive winner in the best of 3- or 5-round match. You know you can do it. Now it's time to prove it to the Alpha Warriors!

## GAME MODES

There are 3 modes of play and 2 setup modes for Street Fighter Alpha. Each match is a best-of-three round battle. After a battle, the win/loss screen appears. At the continue screen, press the START button before the time reaches zero in order to continue. To bypass the continue screen and end the game, press any button other than the START button.

To adjust your button configuration during gameplay, press the START button, then press A, B or C button. Use the Directional Button to highlight the function, then press the button you want to perform that function.

Refer to the descriptions below to determine which mode of play you want.



MODE SELECT  
ARCADE MODE  
VERSUS MODE  
TRAINING MODE

OPTION  
BACKUP



# ARCADE MODE

This mode is the popular arcade mode, where you select a Street Fighter character and fight your way through 8 other computer-controlled opponents. It is a one-player game, but a second player can join in at any time. Press the START button on the opposite controller to join in. The character select screen will appear.

From the title screen, use the Directional Button to highlight this mode, then press the START button to select the mode. You will then see the character select screen. Use the Directional Button to highlight a character. If you put the cursor on the "?" mark, the character's faces will keep changing randomly like a roulette. If you press a button, the roulette will stop and you will be able to use the character selected. If you're lucky, there may be some surprises revealed here.

When selecting a character, you may also change the color of your character depending on which button you press. Select Player One's color by pressing X, Y, Z or START. Select Player Two's color by pressing A, B or C. This works as well for the random character selection described above.

If you have SPEED and AUTO set to FREE in the OPTION mode (see page 10), you can then select GAME SPEED and set your game in MANUAL or AUTO mode. Use the Directional Button to highlight either NORMAL or TURBO for the speed of your game, then do the same for MANUAL or AUTO mode. Press START to select the option.

**MANUAL**—You must perform all blocking functions, and Super Combos must be performed using the full instructions outlined in ALPHA WARRIORS (see page 12).

**AUTO** — Auto mode offers 2 features for players:

**Simple Command** — You can execute Super Combos by simply pressing 2 buttons simultaneously. Press Light Punch and Light Kick simultaneously for Super Combo #1. Press Medium Punch and Medium Kick for Super Combo #2, and press Hard Punch and Hard Kick for Super Combo #3. If your character has only 2 Super Combos, #2 is executed even if you enter the command for #3. Only Level 1 Super Combos are available in AUTO mode.

**Auto Guard** — Your character will block automatically unless you are attacking. The number of available auto guards is limited per round. After that, you will need to block manually. When the new round starts, the number of available auto guards resets.



## V.S. MODE

V.S. MODE is the classic 2-player contest. Use the Directional Button to highlight this mode from the title screen and press START to select it. You will then be presented with the character select screen. Select character, color, game speed and MANUAL/AUTO in the same manner as the ARCADE mode.

Player 1 Score

Timer

Player 2 Score

Player 1 Vitality Gauge

Player 2 Vitality Gauge

Player 1 Super Gauge

Player 2 Super Gauge



## TRAINING MODE

This mode allows you to study and practice special moves and combos. Your opponent will not block for the first hit, but will block for the following hit. Therefore you can easily determine if you can execute the combo successfully. After a certain amount of time, the opponent will not block your attack. The Super Combo Level Gauge is fully charged, up to Level 3, and will be consumed as you execute Super Combos. It will re-charge after a certain amount of time.

At first, select your character and your opponent character. The Training Main Menu will then appear. You will see the following options. Use the Directional Button to highlight the option, and press START to select it:





**START:** Begin practice

**SET UP:** Change the configuration of your practice session.

**CHARACTER CHANGE:** Change your character and your opponent character

**OPTION:** Change sound mode (stereo/monaural) and configure your buttons

**END:** Ends Practice

**SET UP** – If you select SET UP, there are many other options you can adjust. Press the Directional Button **↑** or **↓** to highlight the option, then press the Directional Button **←** or **→** to change the setting:

**MODE** Switches between **NORMAL** and **REPLAY**

**NORMAL** – No Time Limits  
Opponent's vitality does not decrease when hit  
No combo replays

**REPLAY** – Time Limits applied  
Opponent's vitality decreases when hit  
If opponent is KO'd, time runs out or combo is successful, a window will appear where you can choose to replay the combo or continue practice

**ACTION** You can choose opponent's action from following 3 options:

**STAND** – Character always stands  
**CROUCH** – Character always crouches  
**JUMP** – Character repeatedly jumps

**SPEED** Select from 3 speeds

**EXIT** Return to MAIN MENU

If you press START button during practice, a window appears with the following options:

**CONTINUE** Returns to practice

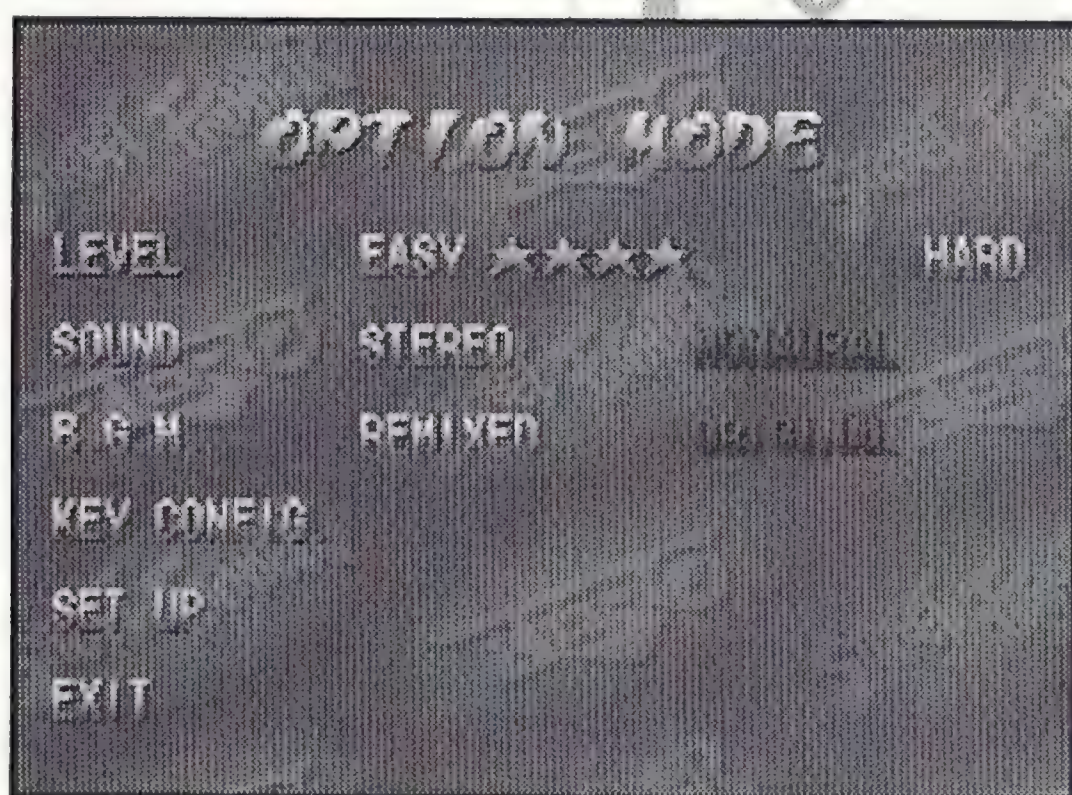
**MAIN MENU** Returns to MAIN MENU

**OPTION** Switch the sound mode (stereo/mono) and configure your buttons



# OPTION MODE

To adjust the options in your game, from the Street Fighter Alpha title screen, use the Directional Button to highlight OPTION MODE. Then press the START button. Select an item by pressing  $\uparrow$  or  $\downarrow$  on the Directional Button, then change the item by pressing  $\leftarrow$  or  $\rightarrow$  on the Directional Button. Press the START button to return to the title screen.



**GAME LEVEL** – There are 8 levels of difficulty available for ARCADE MODE. Adjust the number of stars for the difficulty from 1-8 (Low to High).

**SOUND** – Adjust the sound on your game for stereo or monaural sound, depending on the capabilities of your sound system.

**BACKGROUND MUSIC (BGM)** – Switches the music between Remix and Original.

**KEY CONFIGURATION** – You can choose any button for your punch/kick functions.

**SET UP** – Allows you to adjust these options:

**TIME** – You can set the time limit for the round.

**ROUNDS** – You can adjust the number of rounds per match.

**DAMAGE** – The level of damage can be changed from 1 to 4. This determines how much damage you inflict and how much damage you receive.

**MODE** – This selects between NORMAL and SPEEDY mode. SPEEDY mode controls how fast the preliminary screens move before the match in VS. MODE only.

**SPEED** – You can adjust the game speed here between FREE, NORMAL, T1 or T2. FREE allows you to adjust the speed between NORMAL and TURBO from the character select screen. T1 and T2 refer to TURBO 1 and TURBO 2 speeds.

**AUTO** – You can adjust the AUTO mode between FREE and OFF. FREE allows you free opportunity to adjust the mode from the character select screen. OFF disables the AUTO select.

**PLAYER** – You can switch each player between Human and COM (computer).



## BACKUP DATA\*

Select BACKUP from the title screen and you are able to load or save data:

**SAVE DATA** – Save the ARCADE MODE data (high-score) into BACKUP RAM

**LOAD DATA** – Load the data (high-score) from BACKUP RAM

**HIGH-SCORE** – You can look at the high-score ranking currently saved in the BACKUP RAM

**MASTER'S RANKING** – You can look at the current Master's Ranking. This is achieved if you complete the game in ARCADE MODE without using a continue. Try to get a higher ranking by winning PERFECT rounds. If you set the ROUNDS to 1 in the OPTION MODE, you will not be ranked in the MASTER'S RANKING.

\* This game consumes 32 empty memory space to save the ranking data, etc.

## THE ALPHA WARRIORS

The following is a description of each character and a short list of moves beyond the basic punches and kicks. The moves are described in this manner:

The directions you need to press the Directional Button to perform the move are described first (moves must be done in a smooth, quick motion). Following the move is the list of Punch or Kick buttons you must press to perform the move. The strength of the attack depends on which Punch or Kick button you press. The buttons must be pressed right as you reach the end of the Directional button motion. Timing is critical, so much practice and repetition is necessary for success.

Combinations are possible by pressing a Punch or Kick button during a move with certain timing involved. It is tough to perform these combinations, so much practice and patience is necessary to master these attacks.

**Note:** The diagrams show the Directional Button motions for a character facing right. The controls are reversed when facing left.





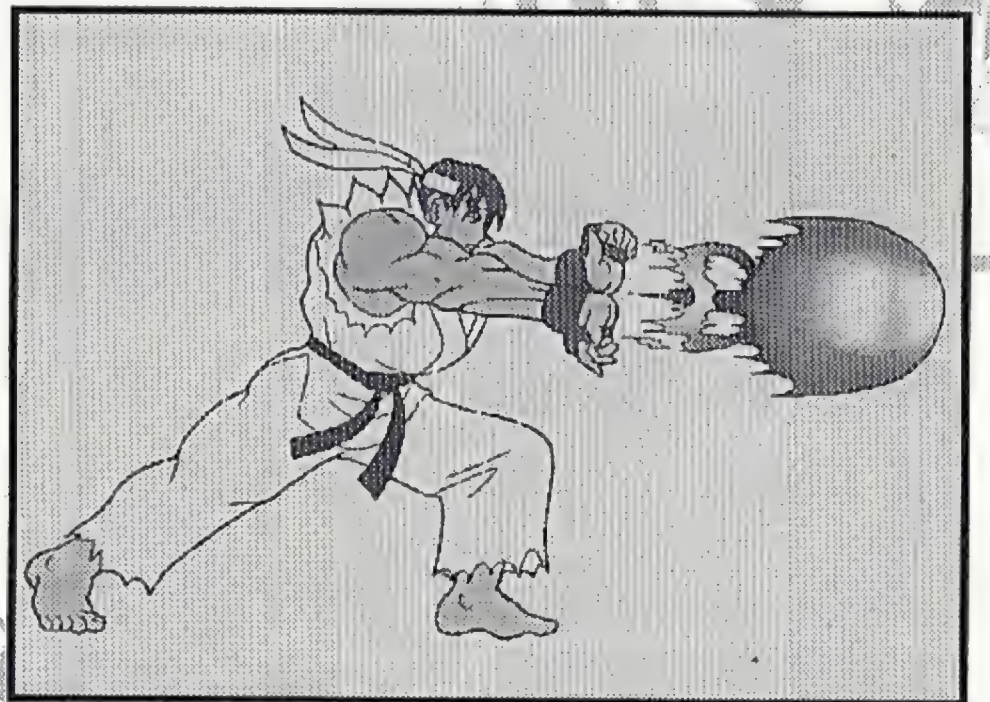
## RYU

A student of the Shotokan school of karate, Ryu has devoted his entire life to perfecting the true way of the warrior through mastery of the fireball. It is this devotion that makes Ryu the eternal enemy of Sagat. Now Ryu must stand tall against revitalized rivals.

Moves:

### Hadoken Fireball

↓ ↘ → + any Punch button

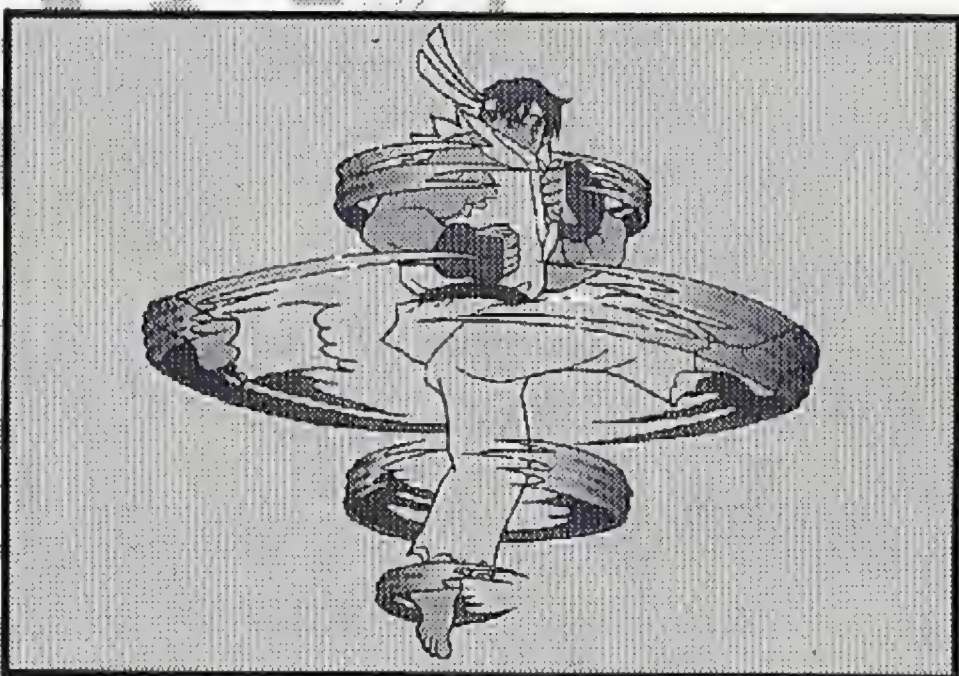


### Dragon Punch

→ ↓ ↘ + any Punch button

### Air Hurricane Kick

While Jumping, ↓ ↙ ← + any Kick button



### Hurricane Kick

↓ ↙ ← + any Kick button

### SUPER COMBO #1

#### Burst Fireball

↓ ↘ → ↓ ↘ → + any Punch Button



### ALPHA COUNTER

← ↙ ↓ + any Punch button





## CHUN-LI

Secretly pursuing the movements of Shadowloo, the international smuggling operation, Chun-Li fights bravely, unmindful of personal danger. The memory of her father burns brightly in her life.

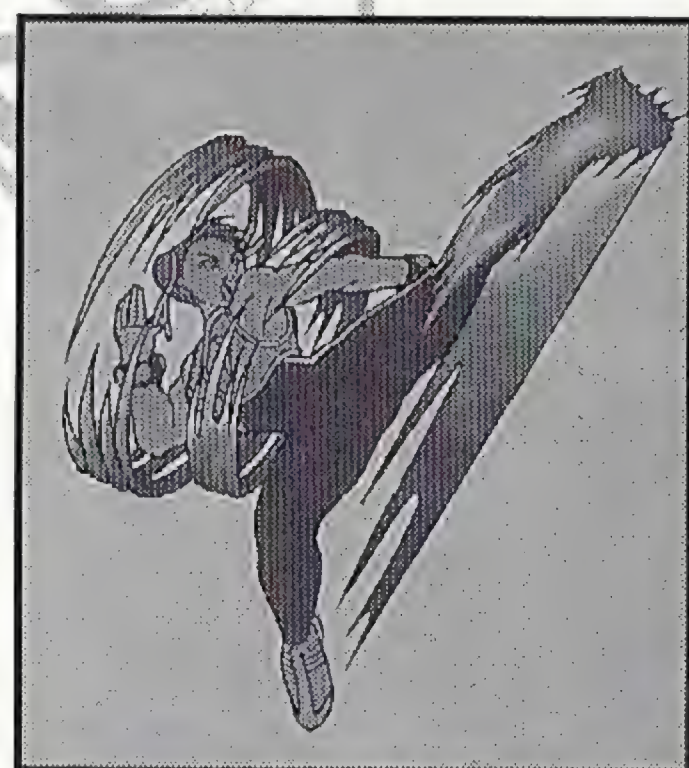
Moves:

### Lightning Kick

Any Kick button rapidly

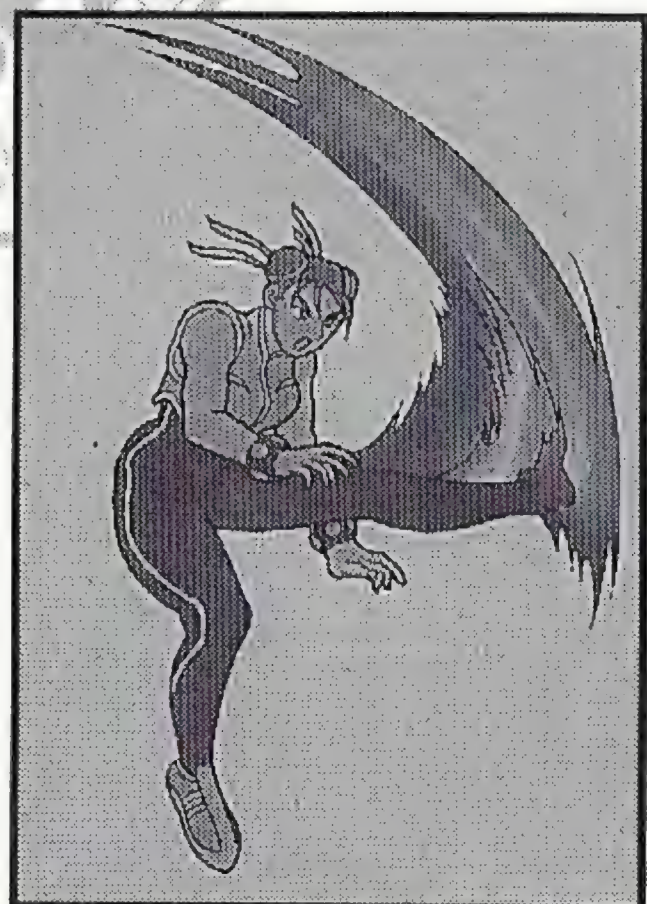
### Spinning Air Kick

Press and hold ↓ for 2 seconds, then press ↑ + any Kick button



### Kikoken Fireball

Press and hold ← for 2 seconds, then press → + any Punch button



### Axe Kick

→ ↓ ↓ ↓ ← + any Kick button

### SUPER COMBO #1

#### Chaos Kick

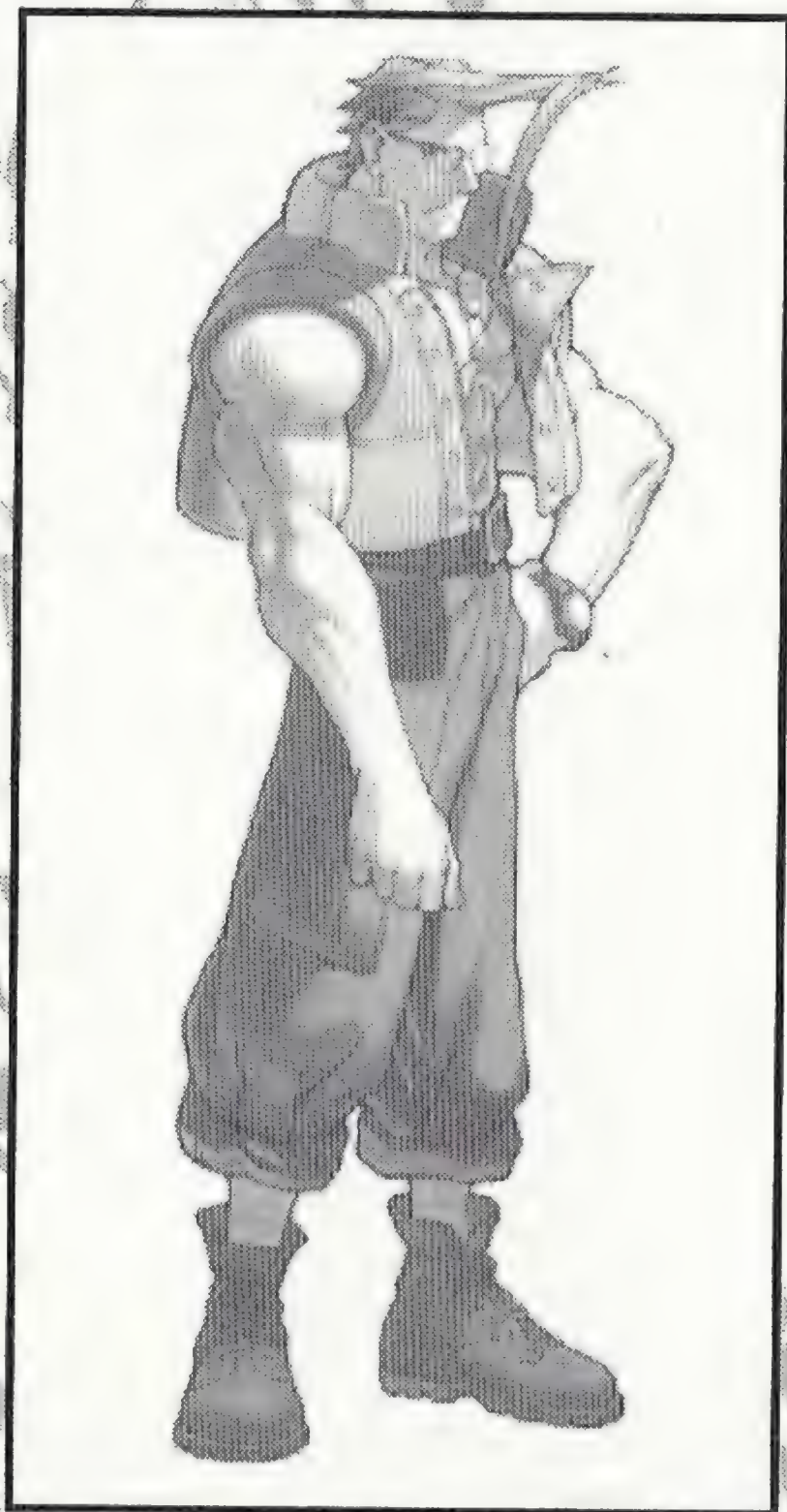
Press and hold ← for 2 seconds, then press →  
← → + any Kick button



### ALPHA COUNTER

← ↓ ↓ + any Kick button





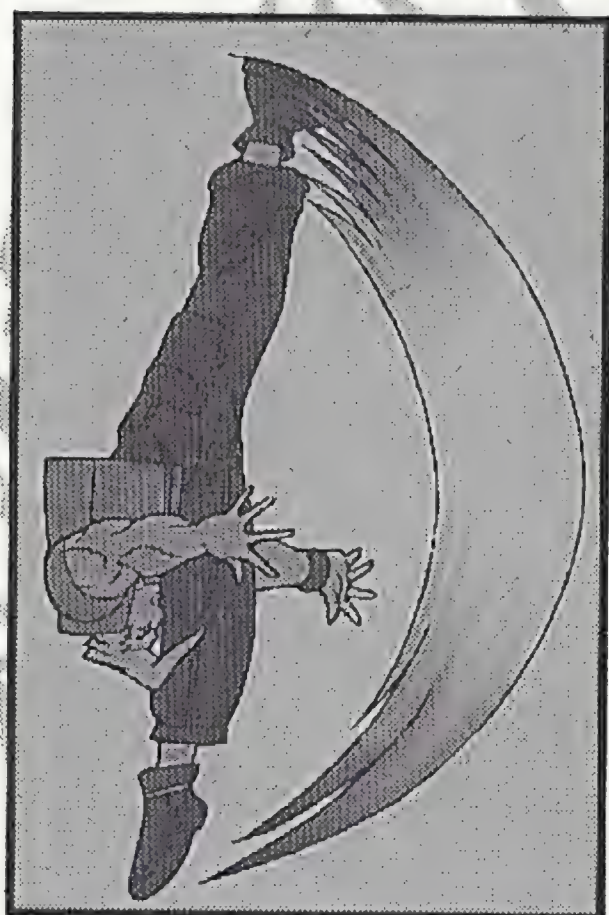
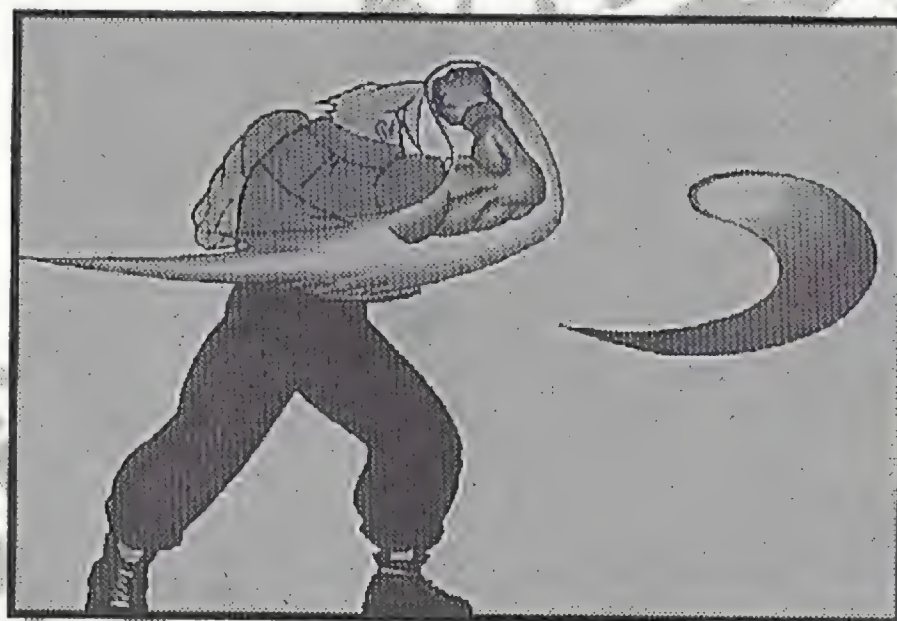
## CHARLIE

A member of a secret elite military team, Charlie co-piloted a special mission into Thailand along with his long-time friend Guile. The mission backfired, and Charlie and Guile were captured. After escaping the jungle prison, Charlie now seeks the force behind the unrest in Thailand.

Moves:

### Sonic Boom

Press and hold ← for 2 seconds, then press → + any Punch button



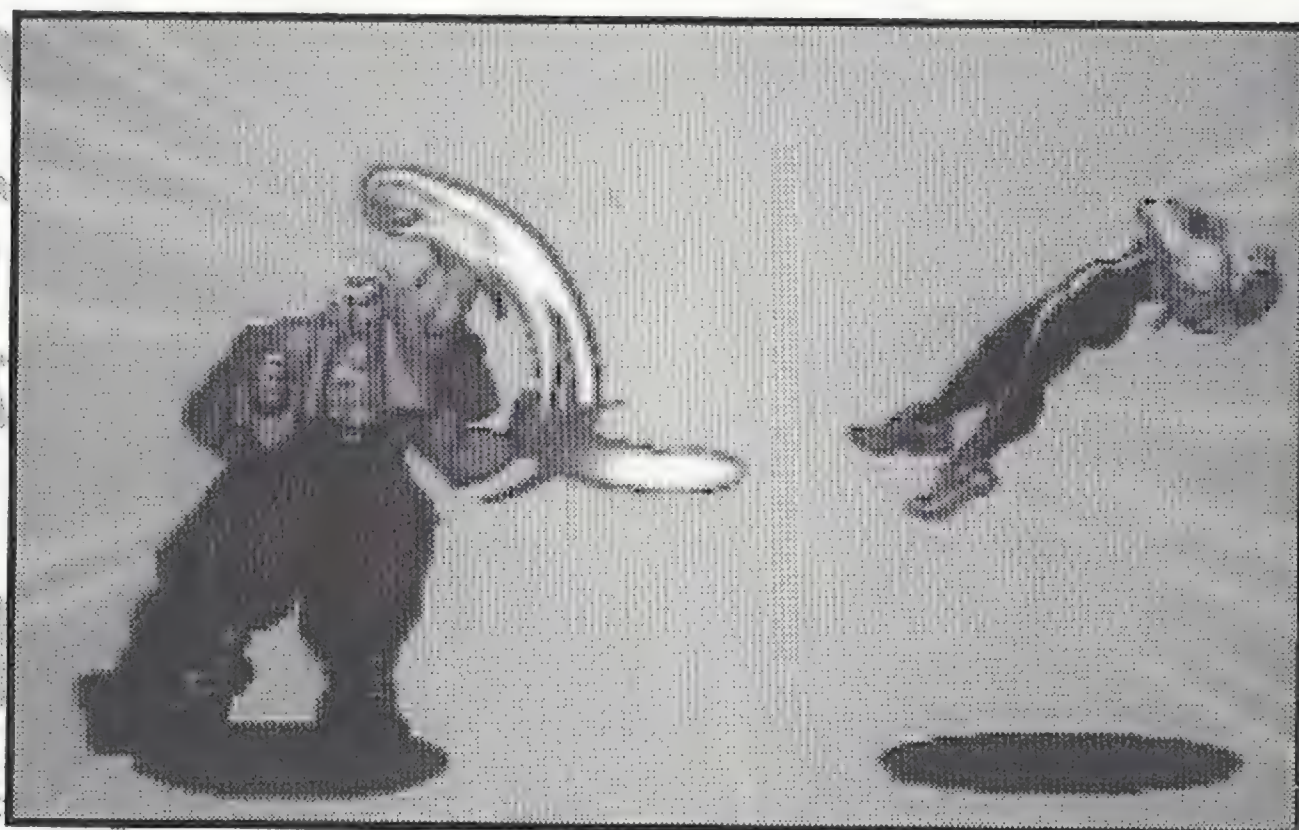
### Flash Kick

Press and hold ↓ for 2 seconds, then press ↑ + any Kick button

### SUPER COMBO #1

#### Sonic Barrage

Press and hold ← for 2 seconds, then press → ← → + any Punch button repeatedly



### ALPHA COUNTER

← ↓ + any Punch button





## KEN

A disciple of the Shotokan school of karate, and past training partner of Ryu, Ken has an amazing fighting spirit but an even larger ego. Convinced he is the best fighter, and can defeat anyone, Ken seeks a confrontation with his long-time rival.

Moves:

### Dragon Punch

→ ↓ ↘ + any Punch button

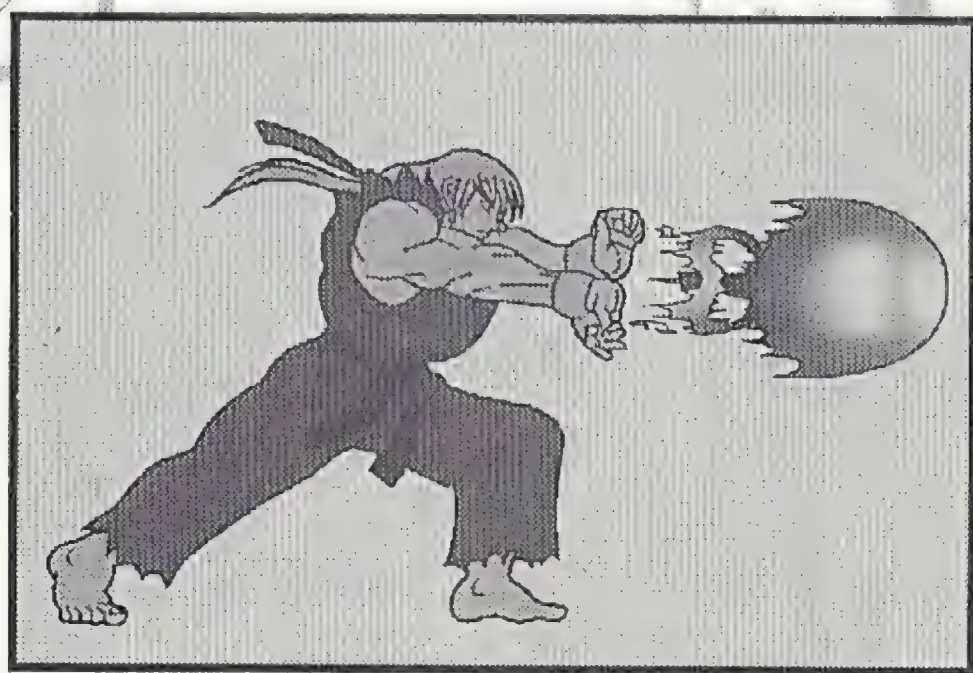


### Hurricane Kick

↓ ↙ ← + any Kick button

### Air Hurricane Kick

While jumping, press ↓ ↙ ← + any Kick button



### Hadoken Fireball

↓ ↘ → + any Punch button

### SUPER COMBO #1

#### Shadow Dragon

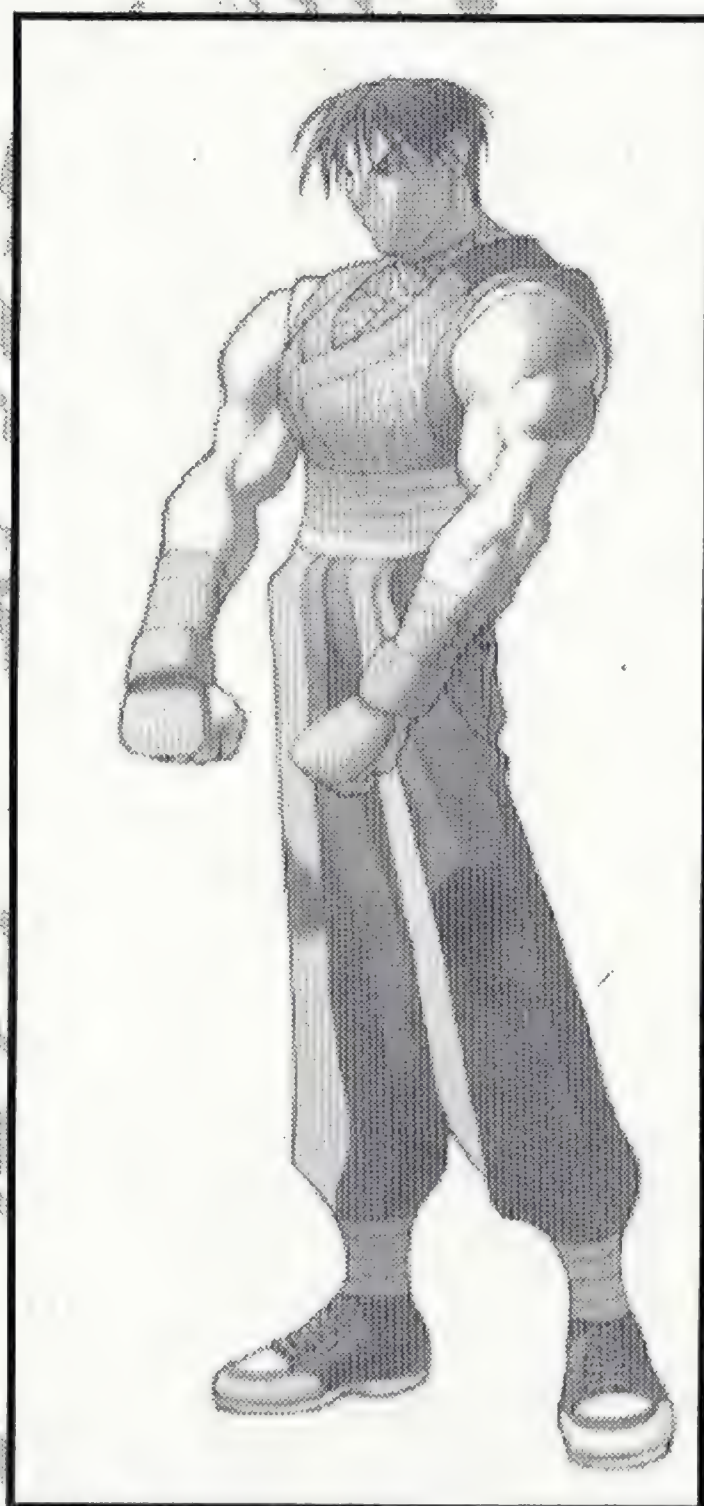
↓ ↘ → ↓ ↘ + any Punch button



### ALPHA COUNTER

← ↙ ↓ + any Punch button





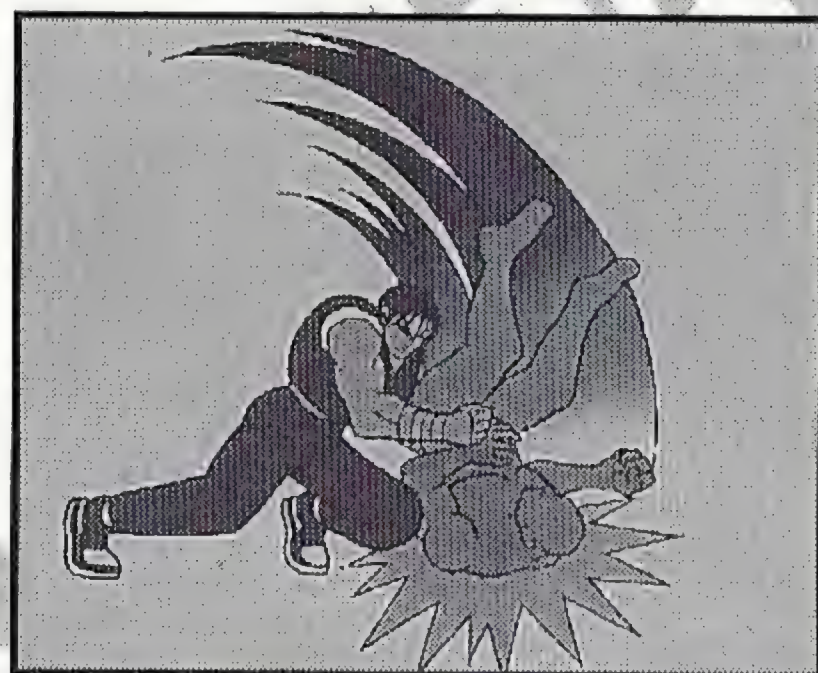
## GUY

Guy's command of ninjitsu fuels his belief that he is a descendant of a ninja. An intelligent fighter, Guy balances street smarts with the ninjitsu tradition to create a unique combination of strength and calculation. Instrumental in the downfall of the Mad Gear crime ring, Guy trounces evil anywhere it lurks.

Moves:

### Air Suplex

↓ ↘ → + any Punch button. Then, when opponent is close, press any Punch button again



### Dashing Crescent

↓ ↘ → + any Kick button. Then, when opponent is close, press any Kick button again



### Whirlwind Kick

↓ ↙ ← + any Kick button

### SUPER COMBO #1

#### Shadow Barrage

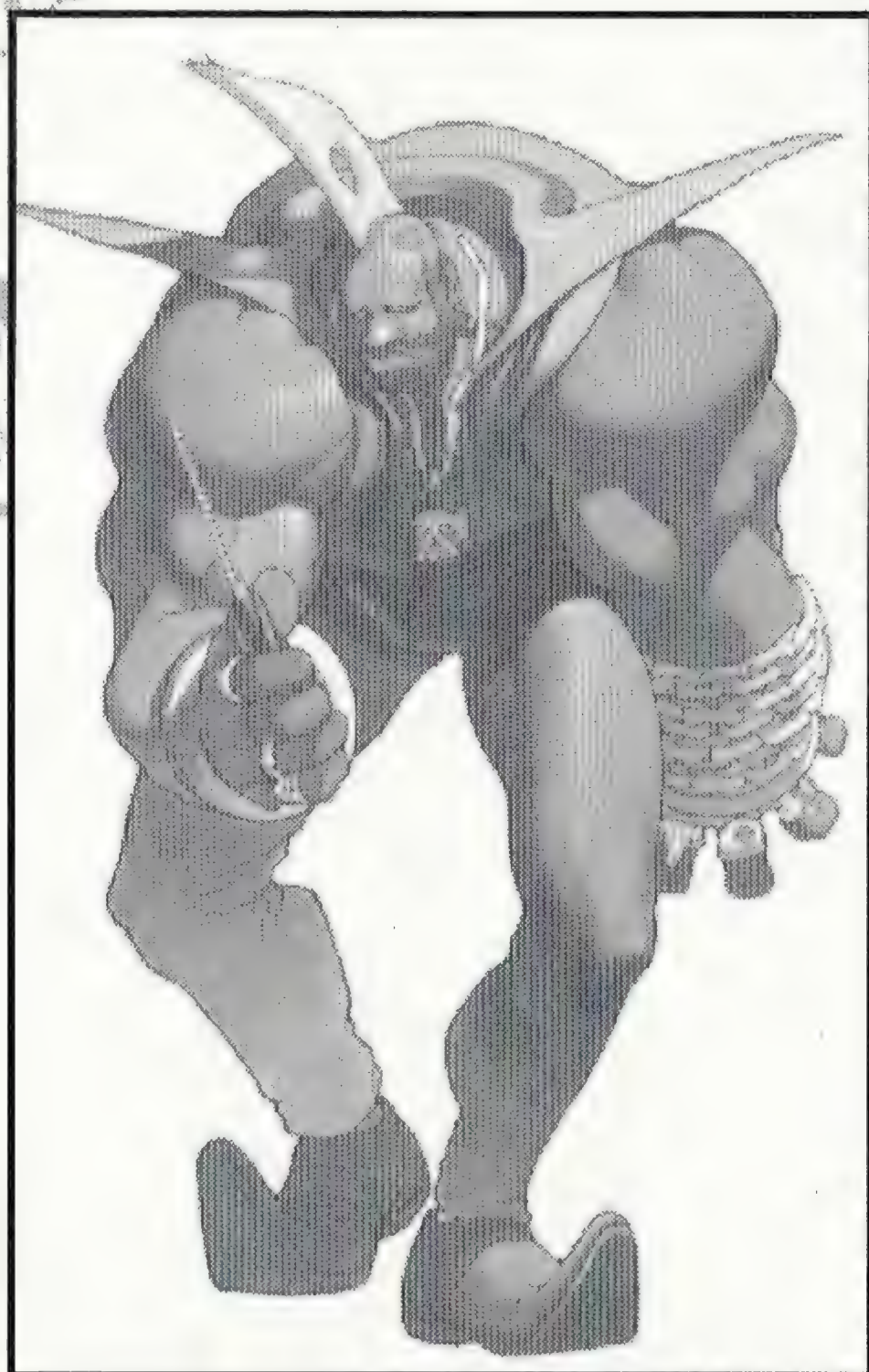
↓ ↘ → ↓ ↘ + any Kick button



### ALPHA COUNTER

← ↙ ↓ + any Kick button





## BIRDIE

Influenced by life in the back streets of many European cities, Birdie has become familiar with the workings of Shadowloo as a bouncer in many punk clubs. He yearns for a part of the action, and using his strength and style to avoid the law, Birdie knows he must fight his way into the infamous crime organization.

Moves:

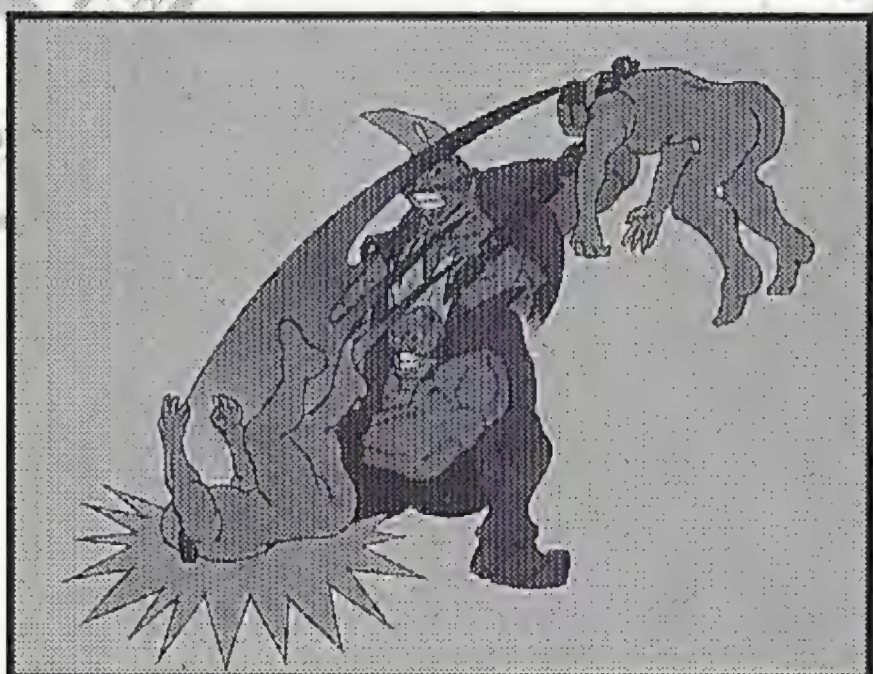
### Headbutt

Press and hold ← for 2 seconds, then press → + any Punch button



### Sledgehammer

Press and hold any 2 or more Punch or Kick buttons for 1 second, then release



### Choke Chain

Press the Directional Button in a complete 360-degree motion, then press any Punch button

### SUPER COMBO #1

#### Jackhammer

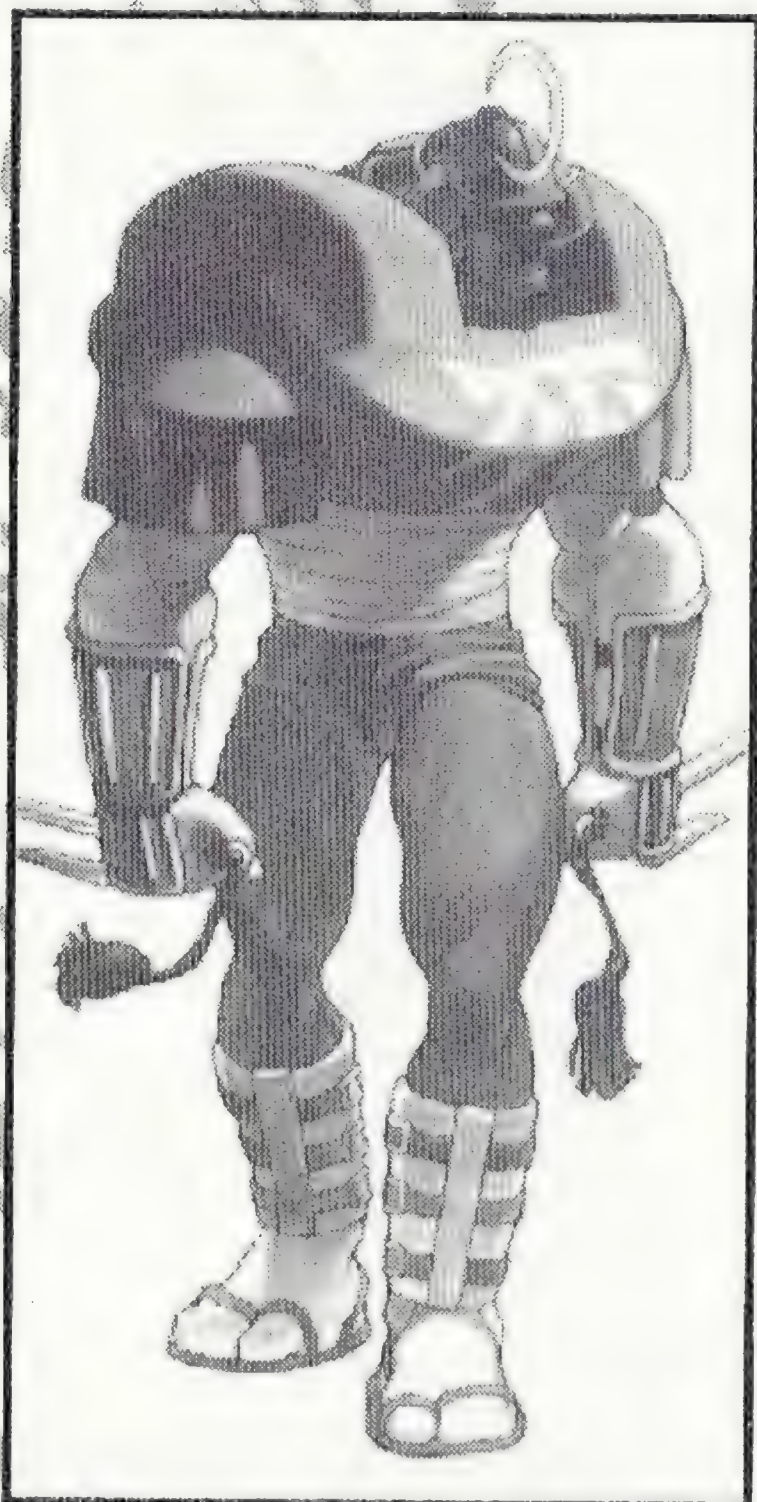
Press and hold ← for 2 seconds, then press →  
← → + any Punch button



### ALPHA COUNTER

← ↙ ↓ + any Punch button





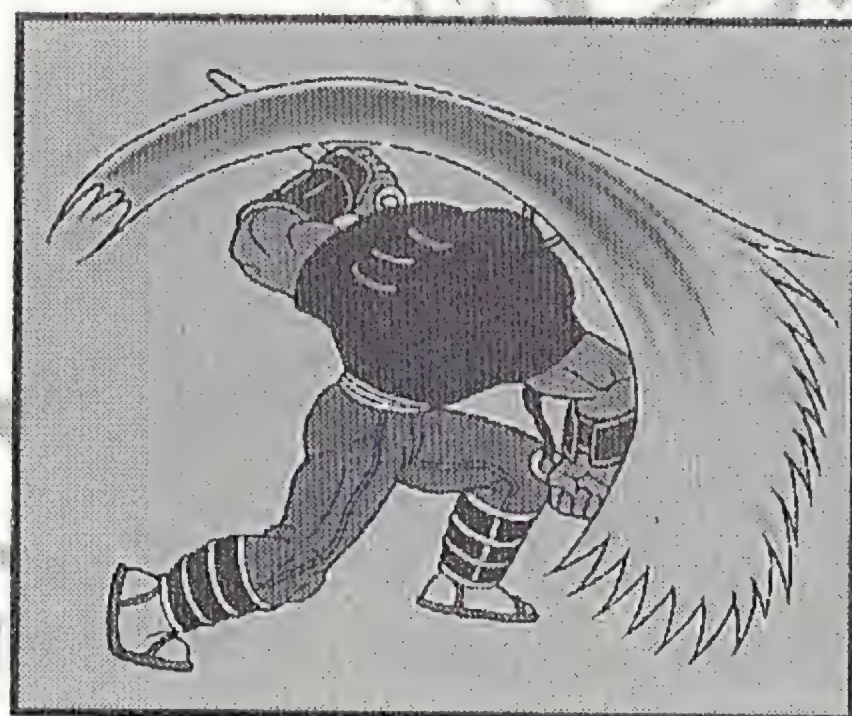
## Sodom

Sodom considers himself a student of Japan and its culture. But as an American living in America, he has had trouble perfecting the art. A former henchman for the Mad Gear Gang, Sodom is consumed with revenge for Guy.

Moves:

### Jitte Strike

→ ↓ ↘ + any Punch button



### Power Slam

Press the Directional Button in a complete 360-degree motion, then press any Punch button



### Spine Grinder

Press the Directional Button in a complete 360-degree motion, then press any Kick button



### SUPER COMBO #1

#### Pummeler

↓ ↘ → ↓ ↘ → + any Punch button

### ALPHA COUNTER

← ↙ ↓ + any Punch button





## ADON

A master of the art of Muay Thai, Adon trained with Sagat but they quickly became enemies and rivals. Drawing the speed and cunning of the majestic jaguar, Adon's flashy style of battle has been known to mesmerize victims.

Moves:

### Rising Jaguar

↓ ↘ → ↗ + any Kick button



### Jaguar Kick

← ↓ ↙ + any Kick button



### Fang Kick

→ ↘ ↓ ↙ ← + any Kick button

### SUPER COMBO #1

#### Jaguar Fury

↓ ↙ ← ↘ ↙ ← + any Kick button



### ALPHA COUNTER

← ↙ ↓ + any Kick button





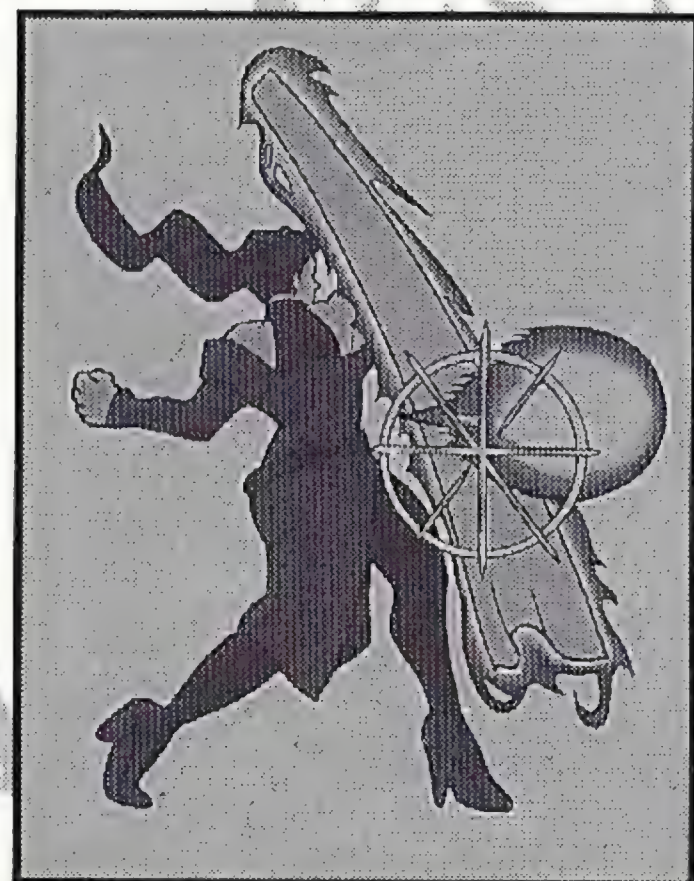
## ROSE

Rose's inner strength guides her in battle. Constantly searching for the right balance of action and reaction, Rose displays an intuition that borders on telepathy. She calls to her soul, and believes the heavens will punish whomever wields the mystic power without good intentions.

Moves:

### Soul Reflect

↓ ↙ ← + any Punch button



### Soul Spark

← ↙ ↓ ↘ → + any Punch button



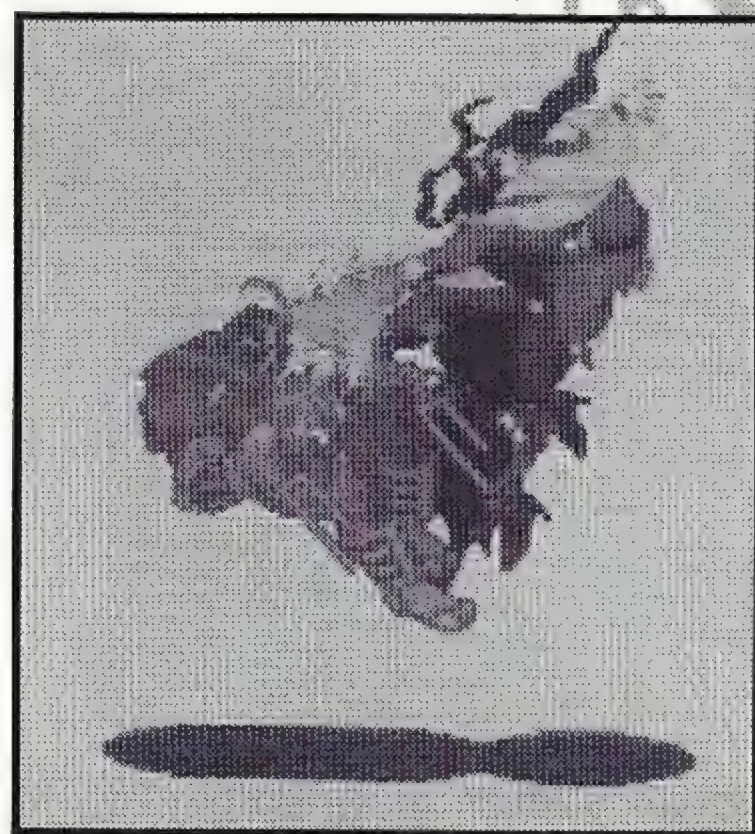
### Air Throw

→ ↓ ↘ + any Punch button

### SUPER COMBO #1

#### Aura Assault

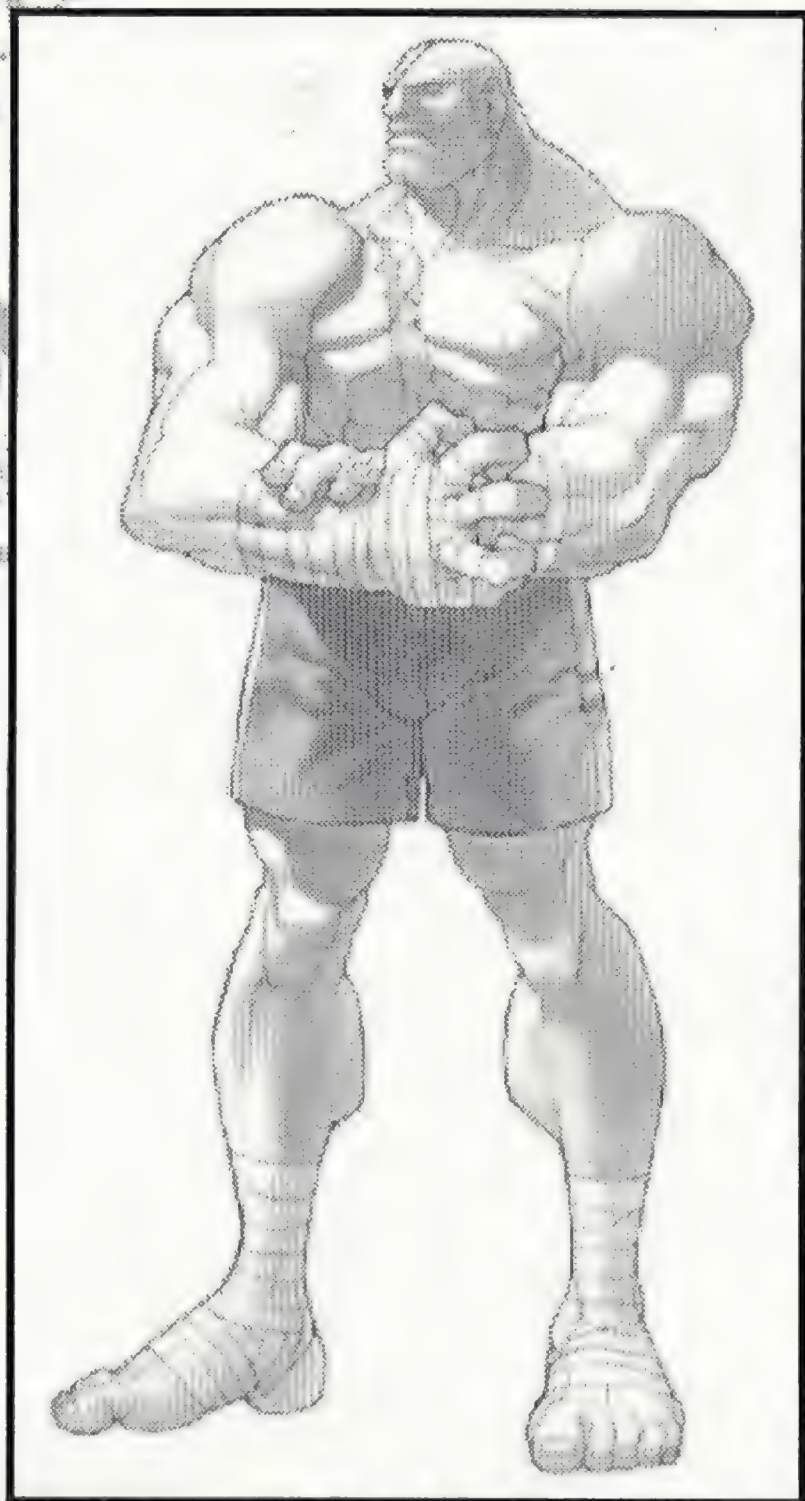
↓ ↙ ← ↓ ↙ ← + any Punch button



### ALPHA COUNTER

↓ ↙ ← + any Punch button





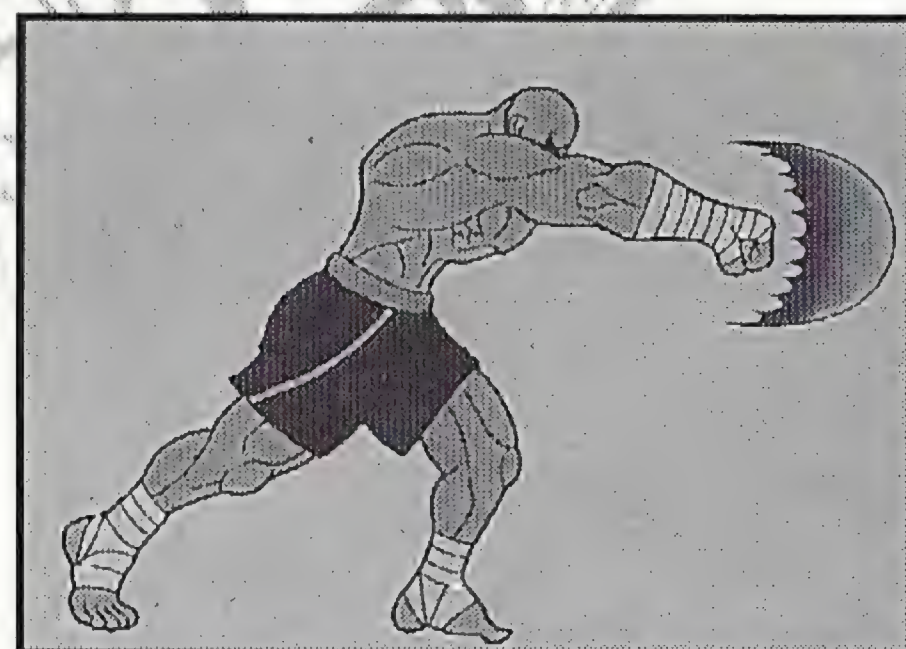
# SAGAT

Feared throughout his homeland and beyond, Sagat reigned supreme until his narrow defeat at Ryu's hands. Humiliated and honorless, Sagat vows revenge at any cost. The tenacious tiger now stands on a new battlefield!

Moves:

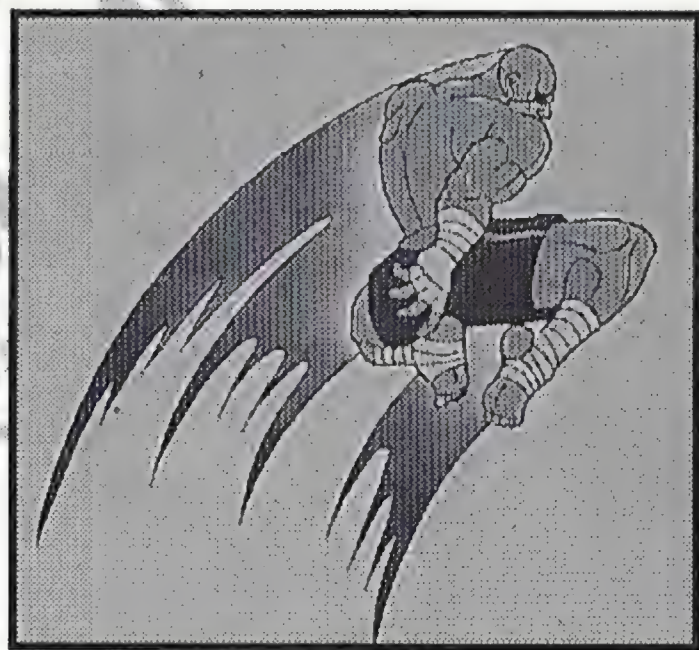
## Tiger Shot

↓ ↘ → + any Punch button



## Ground Tiger Shot

↓ ↘ → + any Kick button



## Tiger Knee

→ ↓ ↘ + any Kick button

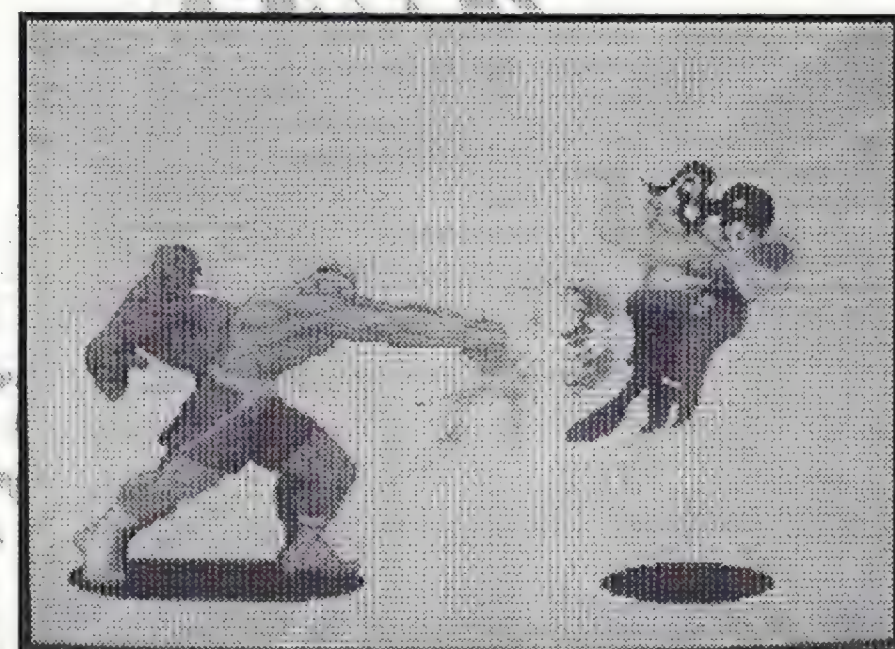
## Tiger Uppercut

→ ↓ ↘ + any Punch button

## SUPER COMBO #1

### Tiger Cannon

↓ ↘ → ↓ ↘ → + any Punch button



## ALPHA COUNTER

← ↙ ↓ + any Kick button



# STRATEGY NOTES



# STRATEGY NOTES



# STRATEGY NOTES



# 90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Saturn CD-ROM ("CD-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will repair or replace the CD-ROM, at its option, free of charge.

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CAPCOM ENTERTAINMENT, INC.  
Consumer Service Department  
475 Oakmead Parkway  
Sunnyvale, CA 94086

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Patent numbers:

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